

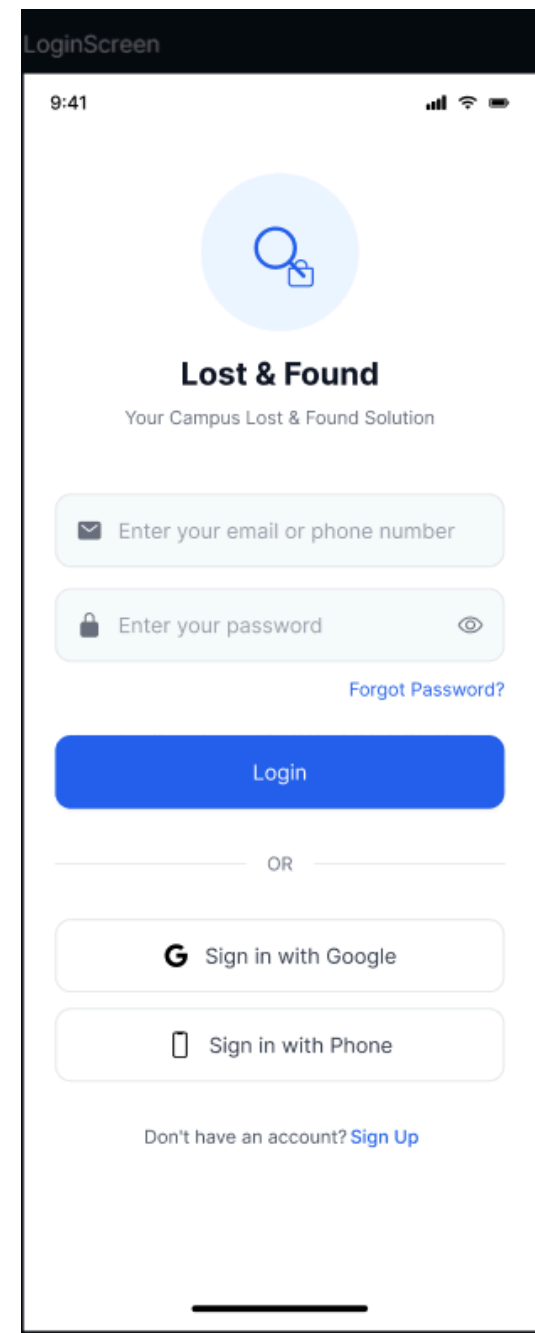
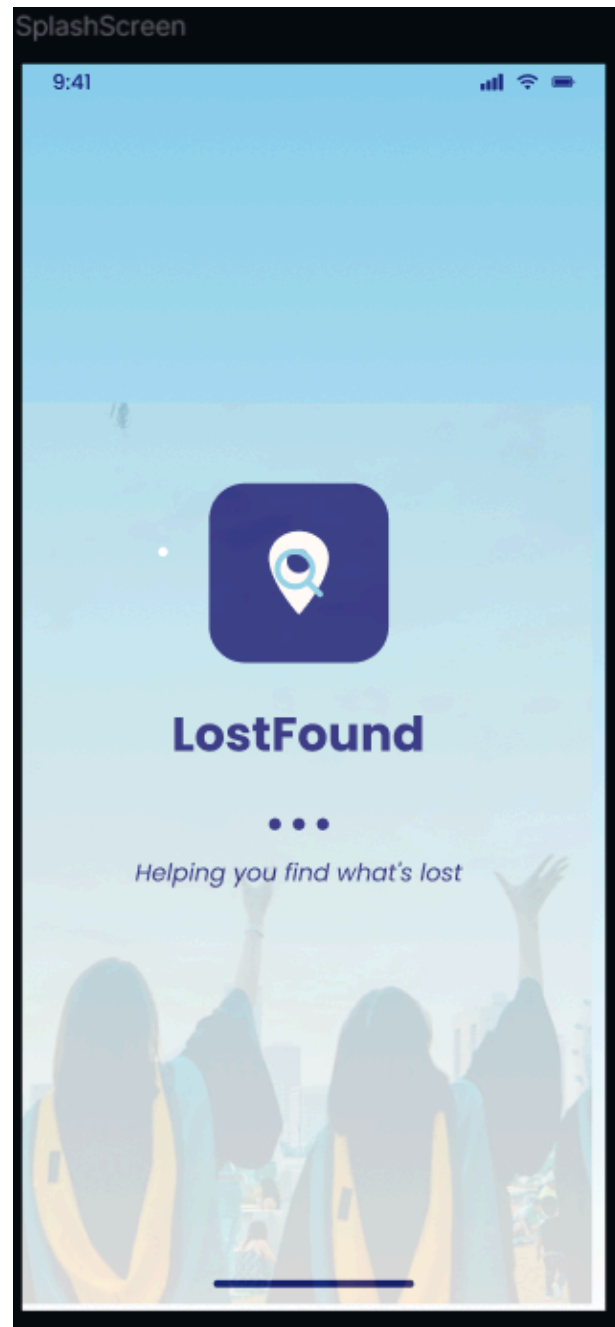
# LOST & FOUND

CAMPUS LOST & FOUND SOLUTION

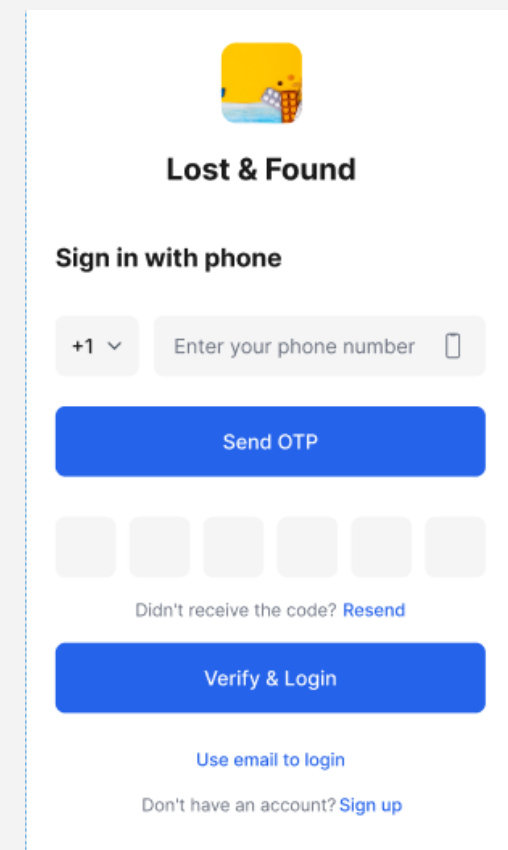
✨ Helping you find what's lost

Presented: J Sai Vaishnavi

# PROJECT OVERVIEW

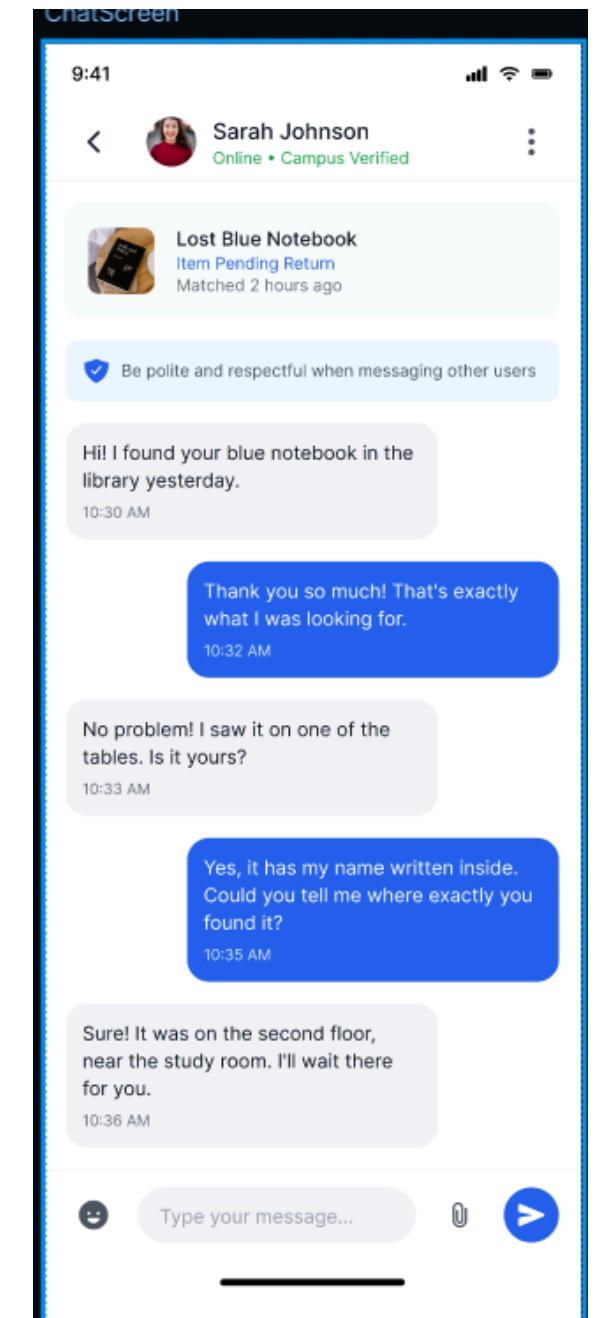
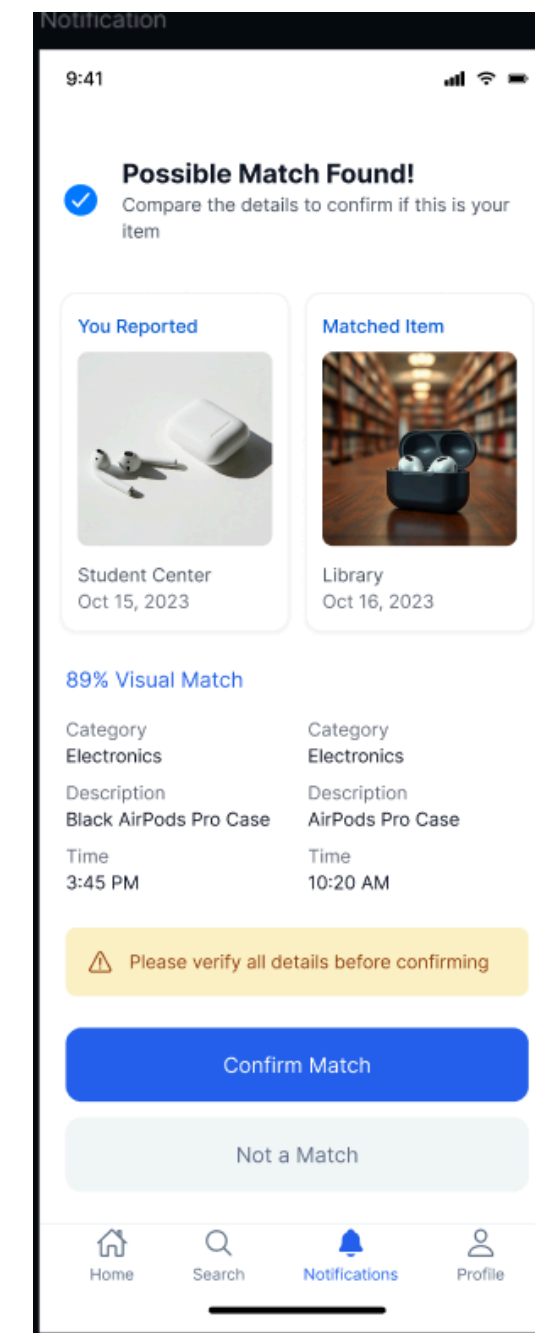
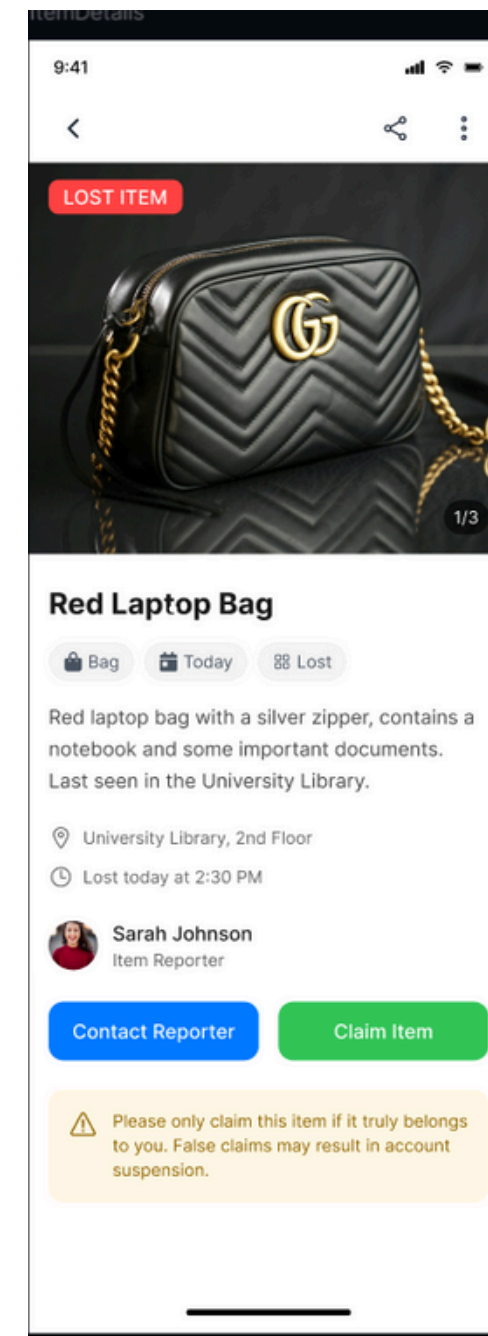
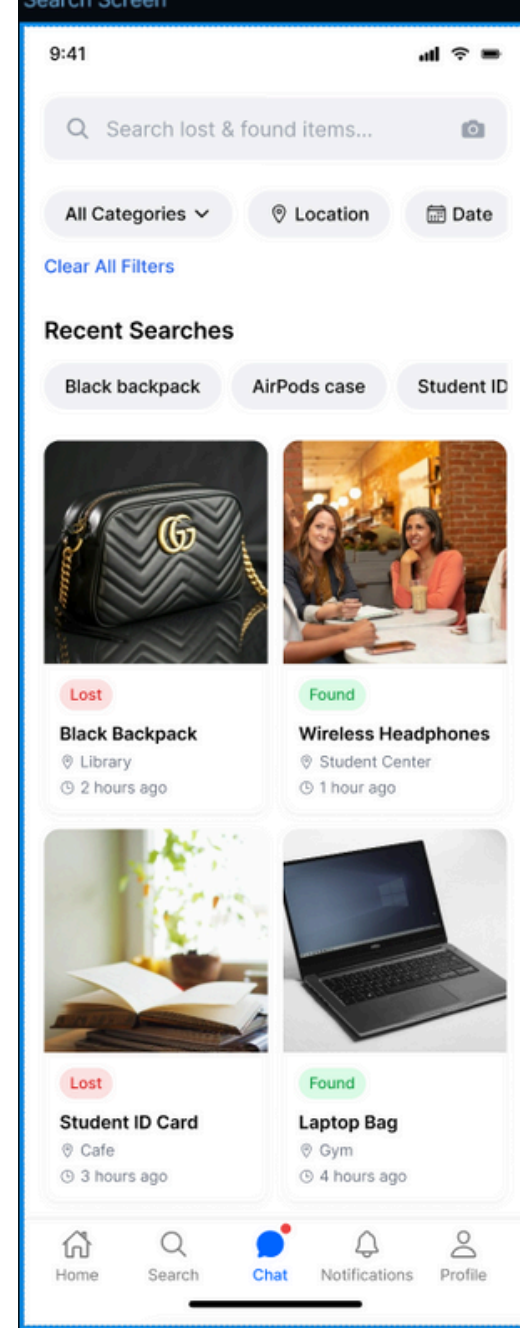
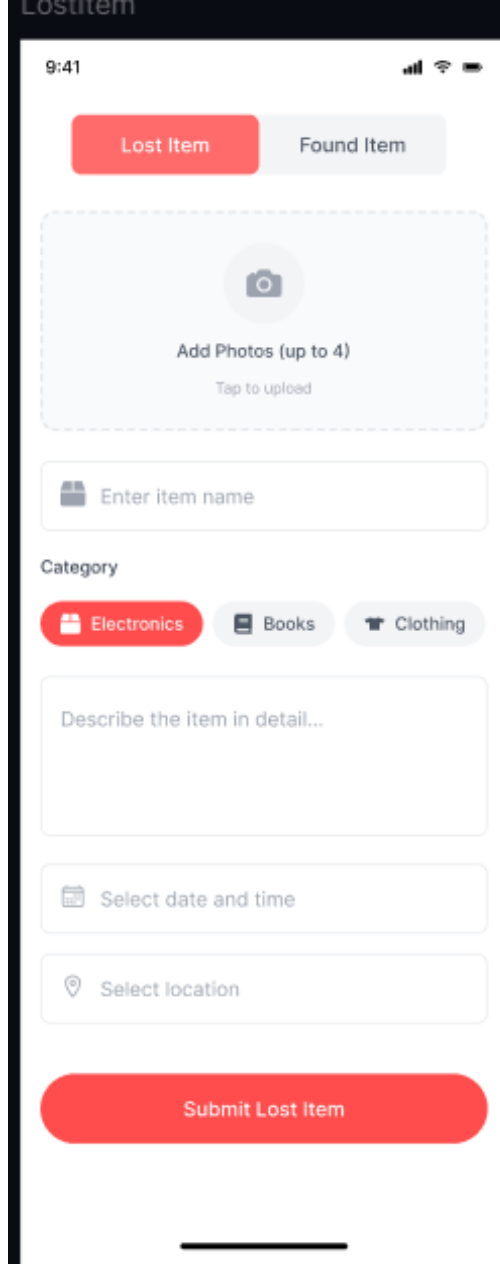
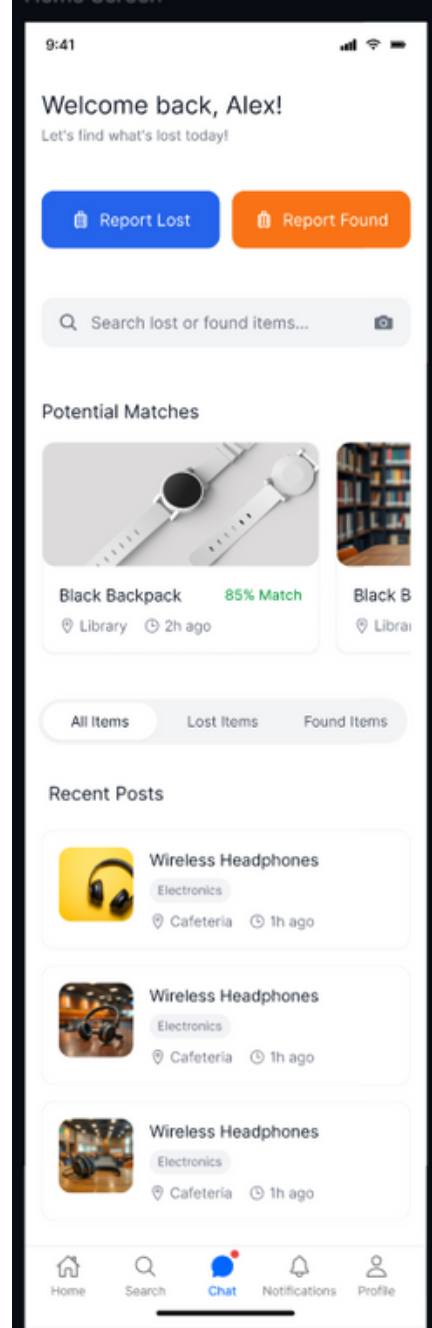


- A UI/UX design project created in Figma.
- Focused on solving the common problem of lost and found items on campus.
- Provides simple flows for:
  - Reporting lost items
  - Posting found items
  - Matching items with owners
  - Chat between users
  - Admin dashboard for monitoring
- Goal: Create a user-friendly, engaging, and intuitive mobile experience.



# DESIGN STACK

- Figma – primary tool for wireframing, prototyping, and UI design.
- Icons & Illustrations – integrated from Figma community libraries.



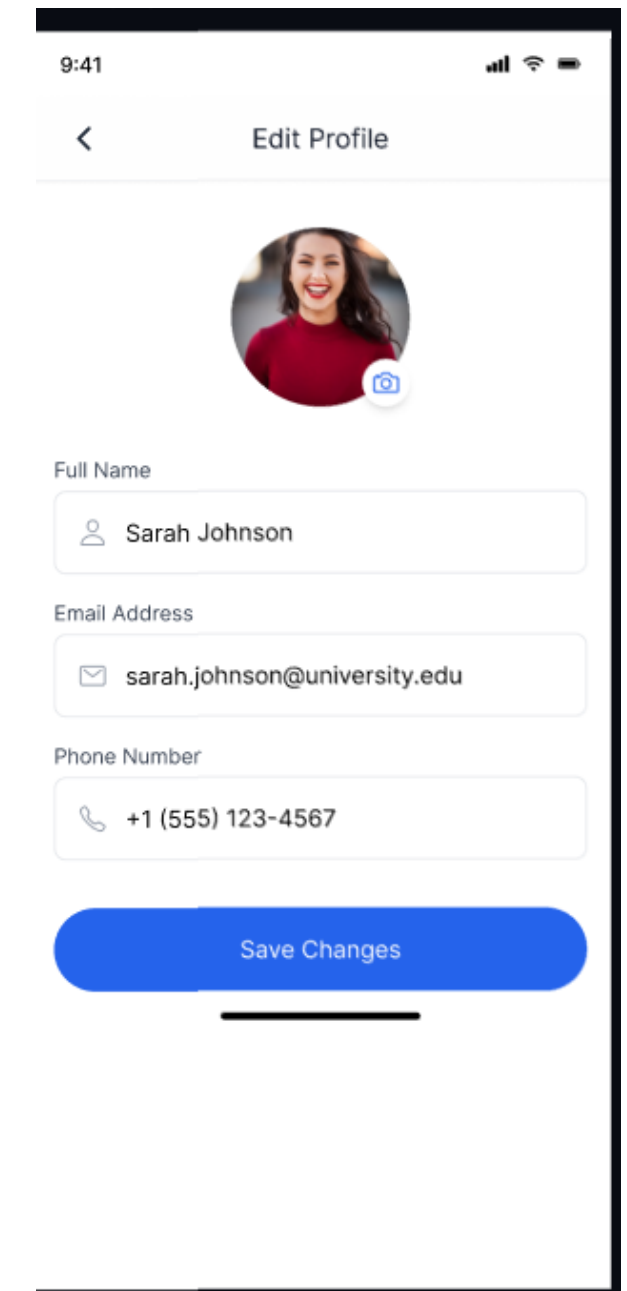
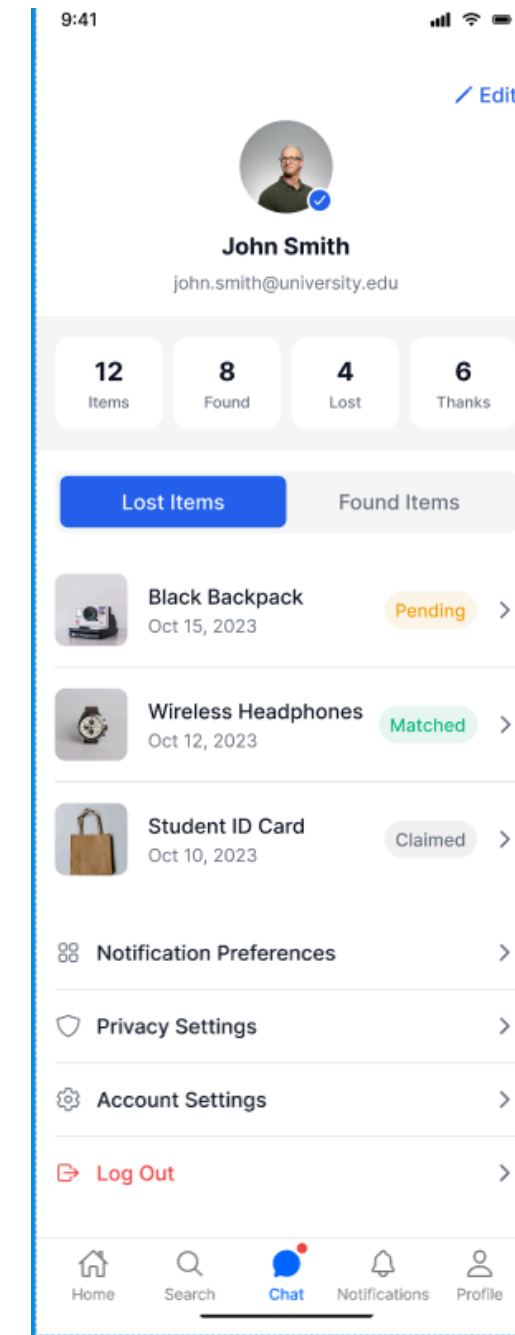
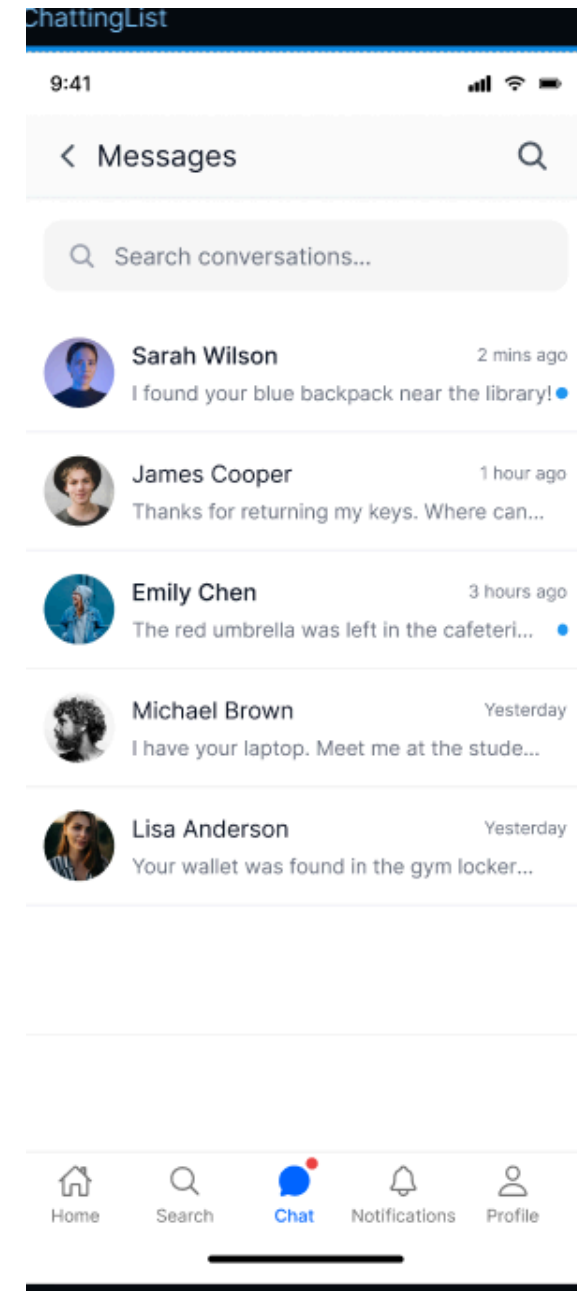
- Color Palette – clean light background with teal accents for trust and visibility.
- Typography – modern, minimal fonts for readability.

# MY ROLE

01 Conducted research on existing campus lost & found solutions.

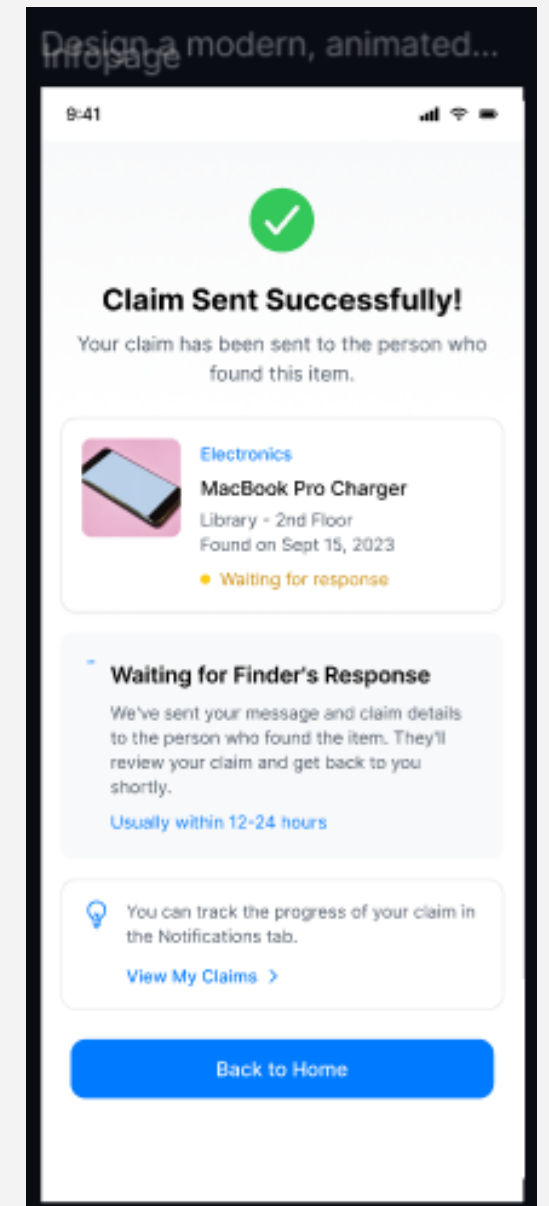
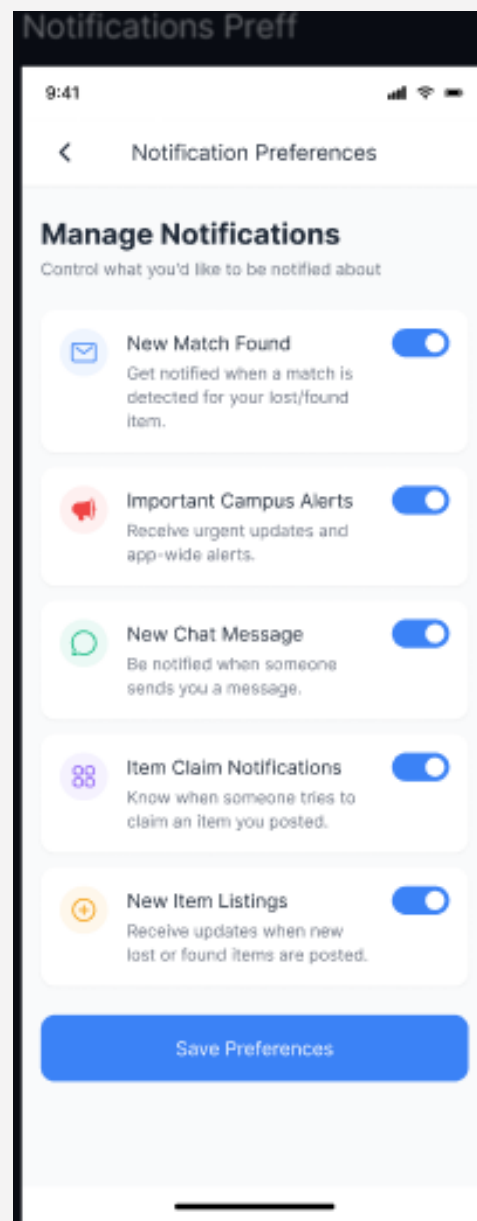
02 Designed the user journey (Login → OTP → Dashboard → Report Lost/Found → Profile → Settings → Admin).


03 Built low-fidelity wireframes and transformed them into high-fidelity UI screens. Maintained consistency in theme, color, and typography. Create interactive prototypes in Figma for user testing.



# CONCLUSION

- The Lost & Found app design simplifies how students manage lost items on campus.
- Provides an organized and secure platform for item reporting and claiming.
- Focuses on clarity, minimalism, and ease of navigation.
- Future scope: add more animations, accessibility features, and cross-platform adaptability.





**THANK YOU**

